



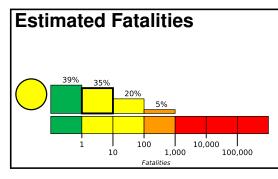


PAGER Version 6

Created: 1 day, 23 hours after earthquake

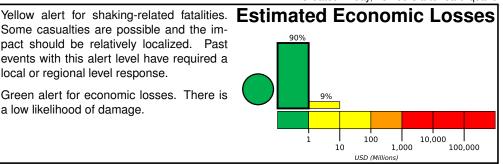
M 5.5, 51 km ENE of Mohr, Iran

Origin Time: 2020-06-09 16:08:50 UTC (Tue 20:38:50 local) Location: 27.7722° N 53.3448° E Depth: 10.0 km



Some casualties are possible and the impact should be relatively localized. Past events with this alert level have required a local or regional level response.

Green alert for economic losses. There is a low likelihood of damage.



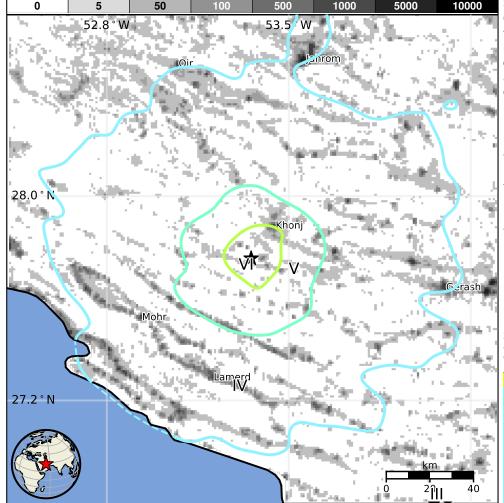
Estimated Population Exposed to Earthquake Shaking

ESTIMATED POPULATION EXPOSURE (k=x1000)		_*	224k*	725k	25k	18k	1k	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	11-111	IV	V	VI	VII	VIII	IX	X+
PERCEIVED	SHAKING	Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
DAMAGE	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

^{*}Estimated exposure only includes population within the map area.

Population Exposure

population per 1 sq. km from Landscan



PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty.

Structures

Overall, the population in this region resides in structures that are highly vulnerable to earthquake shaking, though some resistant structures exist. The predominant vulnerable building types are adobe block and unreinforced brick with mud and timber post construction.

Historical Earthquakes

Date	Dist.	Mag.	Max	Shaking
(UTC)	(km)		MMI(#)	Deaths
1994-06-20	157	5.9	VII(9k)	3
1998-11-13	29	5.4	VII(7k)	5
1972-04-10	89	6.9	IX(4k)	5k

Recent earthquakes in this area have caused secondary hazards such as landslides that might have contributed to losses.

Selected City Exposure

rrom Geonames.org					
MMI	City	Population			
VI	Khonj	<1k			
IV	Mohr	<1k			
IV	Lamerd	<1k			
IV	Gavbandi	<1k			
IV	Jahrom	<1k			
IV	Gerash	25k			
IV	Bandar-e 'Asaluyeh	<1k			
IV	Qir	<1k			
IV	Shahr-e Qadim-e Lar	<1k			

bold cities appear on map.

(k = x1000)